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JONNY QUEST™

"JADE
INCORPORATED"

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Dave
Stevens
1986

MITCH SCHAUER

This issue of JONNY QUEST is Mitch Schauer's only other comics work to date outside of Mark Evanier's popular independent title, DNAGENTS. Schauer and Evanier met through their mutual association with Hanna-Barbera, where Mitch worked on such animated series as *Gobots* and *Pink Panther and Sons* and produced a year of *Scooby-Doo*. Mitch then moved over to Marvel Productions, producing the *Inhumanoids* and working on an animated *Blondie* special.

Presently, Mitch is the Head of Creative Development at Sepp-Inter, Inc. and is involved with the developing, licensing, and marketing of new and existing toys and cartoon series, as well as overseeing the animated production of such properties as *Smurfs*, *Snorks*, and *Foofur*.

JOHN NYBERG

It was Mark Nelson who inducted his friend John Nyberg into the comics industry when he enlisted his assistance in the inking of STARSLAYER, and John has devoted his talents solely to First Comics ever since. His first credited work was inking a number of pages in two issues of BADGER, and he recently inked the DYNAMO JOE three-issue mini-series with Brian Thomas.

Most significantly, John accepted the rather prestigious

yet demanding pleasure of inking Steve Rude when he joined the NEXUS creative team in that title's tenth issue. He has since also become the regular inker on WHISPER.

STEVE HAYNIE

Letterer Steve Haynie broke into comics the old-fashioned way: he earned it. After sending samples of his work to publishers, he was hired by First Comics to letter back-up features, and eventually become the letterer of NEXUS and GRIMJACK. Currently, Steve is lettering Comico's exciting new GRENDL series and the DC limited series, LEGENDS.

ROBB PHIPPS

Newcomer Robb Phipps was among those chosen to participate in DC's New Talent Program, prior to which he had contributed to various fanzines and was associated with the InterFan network of cooperative fan publishing.

Aside from doing freelance ad work, Robb is focusing his creative energies on the comics industry, and by publishing his pin-up in this issue we are proud to give Robb his first national exposure.

MIKE GUSTOVICH

Mike Gustovich should be well-known to Comico readers as the creator and artist of the popular JUSTICE MACHINE series. Following his high school graduation, he entered the comics industry at a tender age, working first as an apprentice for Val Mayerik. He then joined Power Comics, for which he drew COBALT BLUE.

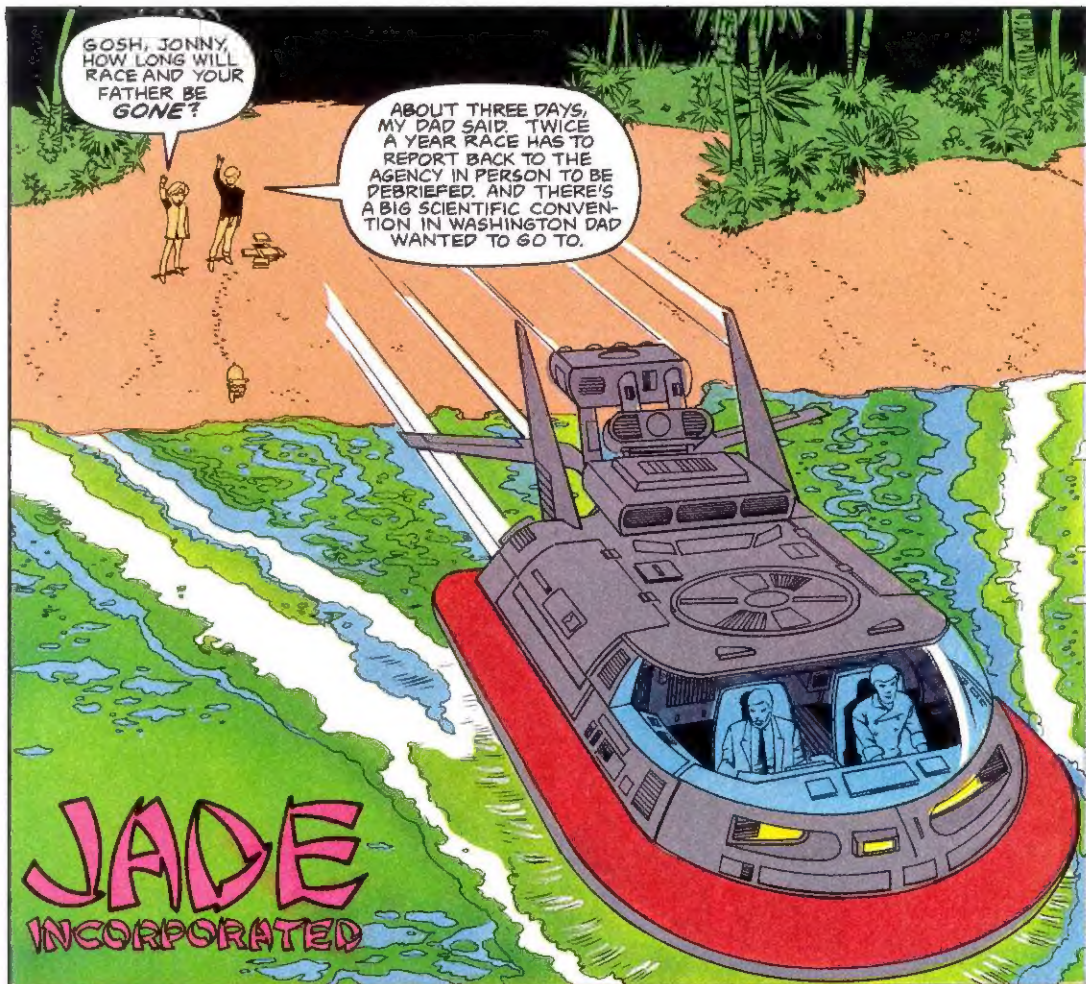
Mike subsequently inked SHE-HULK, DEFENDERS, and THE NEW MUTANTS. In the mid-1970s he created JUSTICE MACHINE, which is set to become a regular Comico series written by Tony Isabella. Recently, he has inked DC SECRET ORIGINS and INFINITY, INC.

KURT MAUSER

Through his coloring work on Comico's ELEMENTALS, NEXT MAN, and three ROBOTECH titles, Kurt Mauser has established himself as one of the hottest new colorists in comics. The holder of a degree in Fine Art, Kurt broke into the field with the help of renowned artist Klaus Janson, and is proficient in oil painting, etching and sculpture.

Credit where credit is due: This issue's front cover is by **Dave Stevens**. The back cover is by **Mitch Schauer** (pencils), **Bret Blevins** (inks), and **Rick Taylor** (colors).





GOSH, JONNY,
HOW LONG WILL
RACE AND YOUR
FATHER BE
GONE?

ABOUT THREE DAYS,
MY DAD SAID. TWICE
A YEAR RACE HAS TO
REPORT BACK TO THE
AGENCY IN PERSON TO BE
DEBRIEFED. AND THERE'S
A BIG SCIENTIFIC CONVENTION
IN WASHINGTON DAD
WANTED TO GO TO.

JADE INCORPORATED

**WILLIAM
MESSNER-LOEBS**
CHIEF EXECUTIVE
OFFICER

**MITCH
SCHAUER**
PRESIDENT

**JOHN
NYBERG**
VICE-PRESIDENT

**STEVE
HAYNIE**
SECRETARY

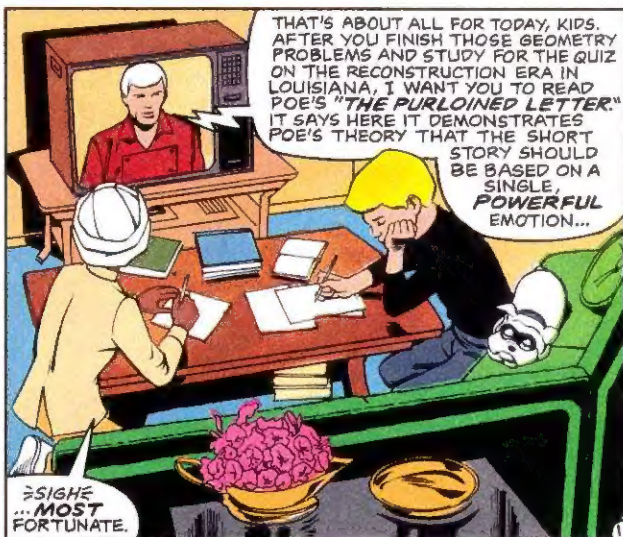
**RICK
TAYLOR**
DIRECTOR OF
PUBLIC RELATIONS

**DIANA
SCHULTZ**
CHAIRMAN OF
THE BOARD



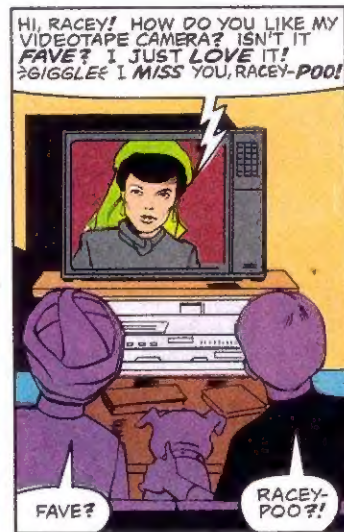
THREE WHOLE
DAYS... ALL TO
OURSELVES!

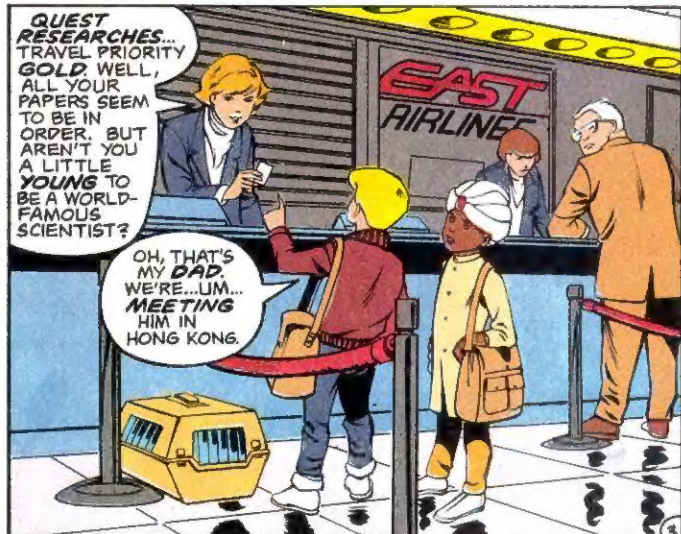
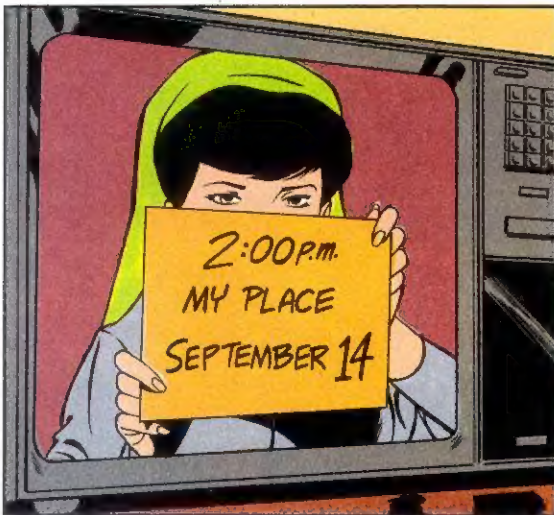
YEAH, IT'S LUCKY RACE
REMEMBERED TO RECORD
OUR LESSONS ON THE VCR,
SO WE WOULDN'T GET
BORED.

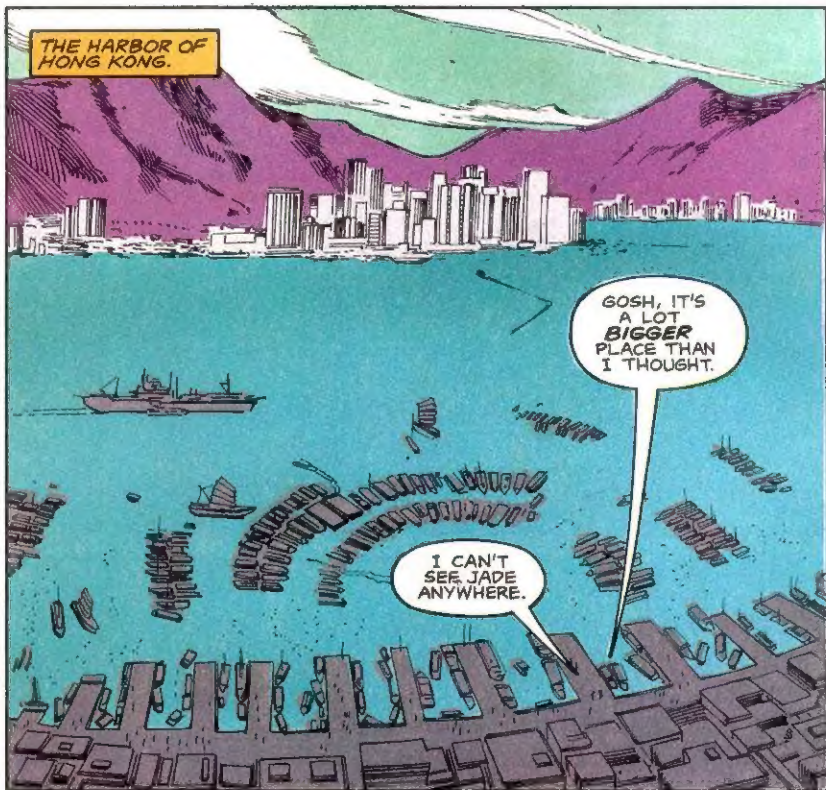


THAT'S ABOUT ALL FOR TODAY, KIDS.
AFTER YOU FINISH THOSE GEOMETRY
PROBLEMS AND STUDY FOR THE QUIZ
ON THE RECONSTRUCTION ERA IN
LOUISIANA, I WANT YOU TO READ
POE'S "THE PURLOINED LETTER."
IT SAYS HERE IT DEMONSTRATES
POE'S THEORY THAT THE SHORT
STORY SHOULD BE BASED ON A
SINGLE, **POWERFUL**
EMOTION...

~SIGH~
...MOST
FORTUNATE.

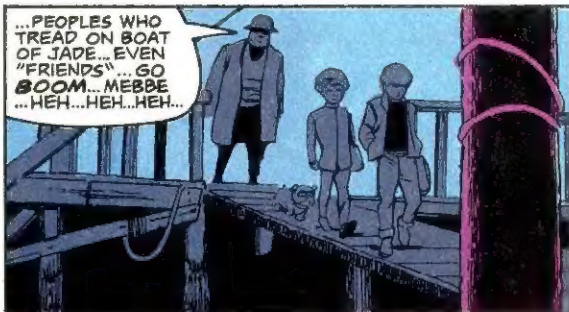




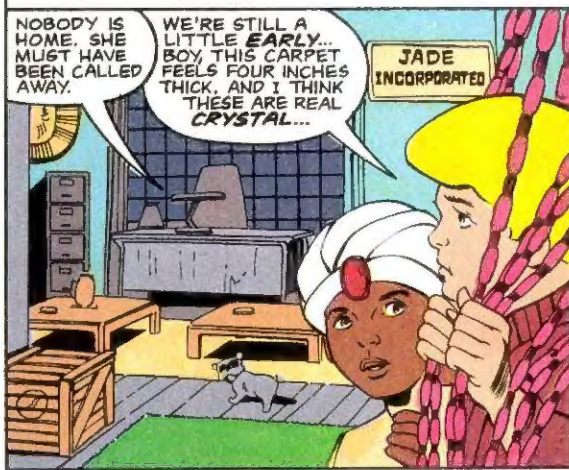




IN THERE.
IS JADE'S
HOUSE...BUT
BE PLENTY
CAREFUL,
LITTLE
SIRS...



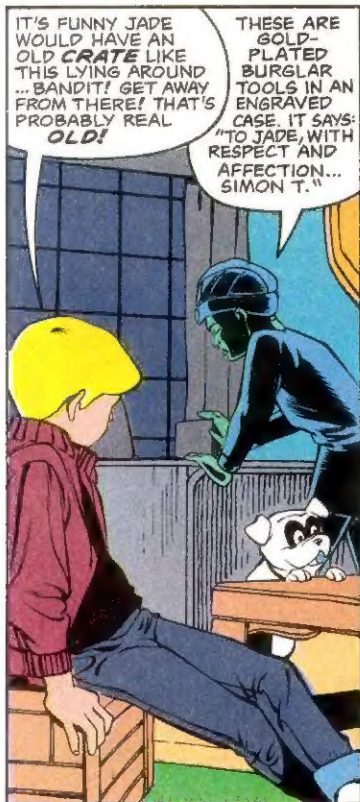
...PEOPLES WHO
TREAD ON BOAT
OF JADE...EVEN
"FRIENDS"...GO
BOOM...MEBBE
...HEH...HEH...HEH...



NOBODY IS
HOME. SHE
MUST HAVE
BEEN CALLED
AWAY.

WE'RE STILL A
LITTLE **EARLY**...
BOY THIS CARPET
FEELS FOUR INCHES
THICK, AND I THINK
THESE ARE REAL
CRYSTAL...

JADE
INCORPORATED



IT'S FUNNY JADE
WOULD HAVE AN
OLD **CRATE** LIKE
THIS LYING AROUND
...BANDIT! GET AWAY
FROM THERE! THAT'S
PROBABLY REAL
OLD!

THESE ARE
GOLD-
PLATED
BURGLAR
TOOLS IN AN
ENGRAVED
CASE. IT SAYS:
"TO JADE, WITH
RESPECT AND
AFFECTION...
SIMON T."



IT'S BEEN
TWO HOURS,
JONNY. WHERE
DO YOU
SUPPOSE SHE
IS?

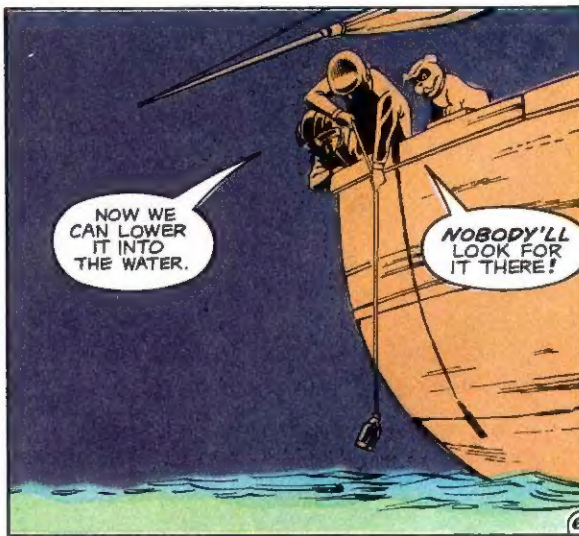
I DON'T KNOW.
ALL THERE
IS TO DRINK IS
ROOT BEER. I
DIDN'T KNOW JADE
EVEN **LIKED**
ROOT BEER.

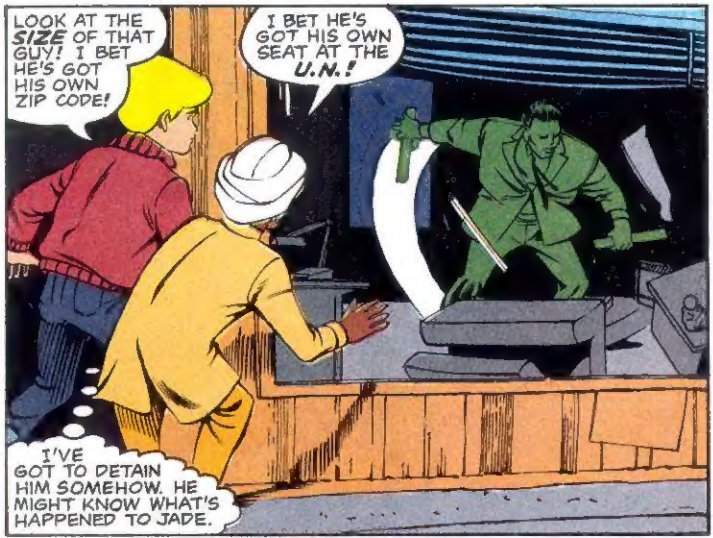
QUITE.
THE WOMAN
IS FULL OF
SURPRISES...



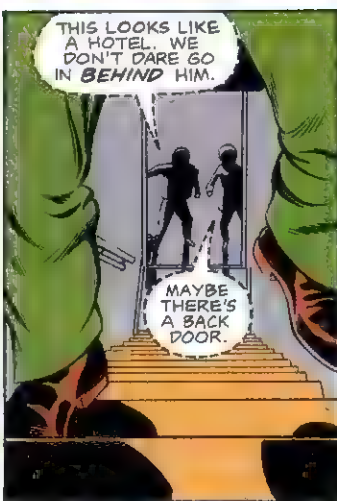
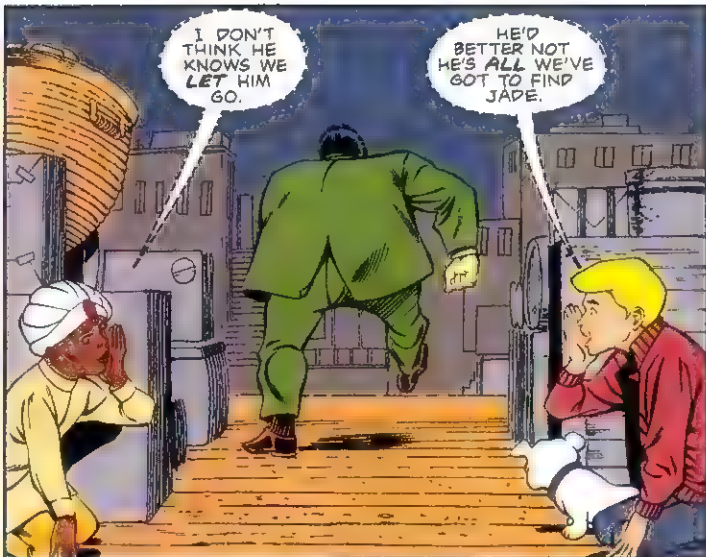
I DON'T
SUPPOSE...
YOU HAVE...
ANYTHING
STRONGER
...?

UM...
NO...

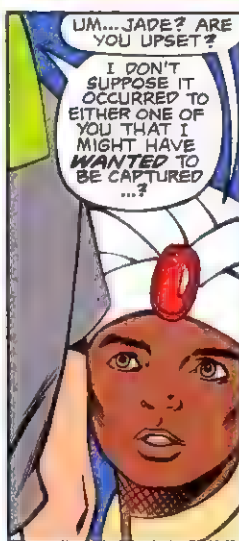
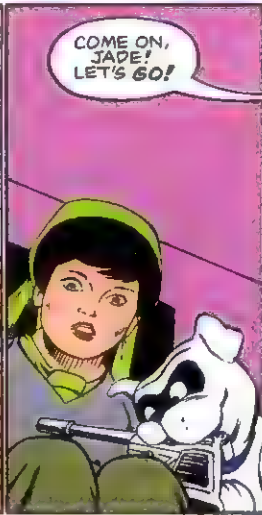
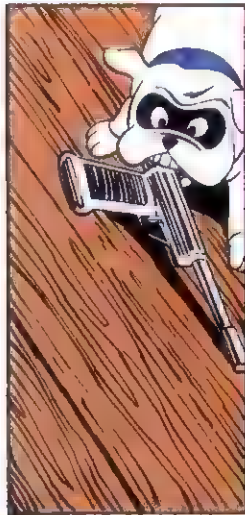
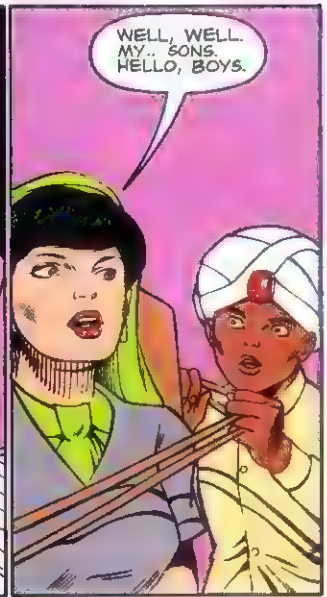
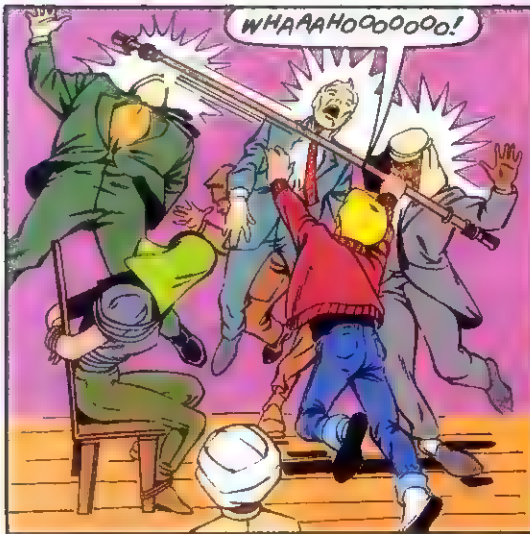




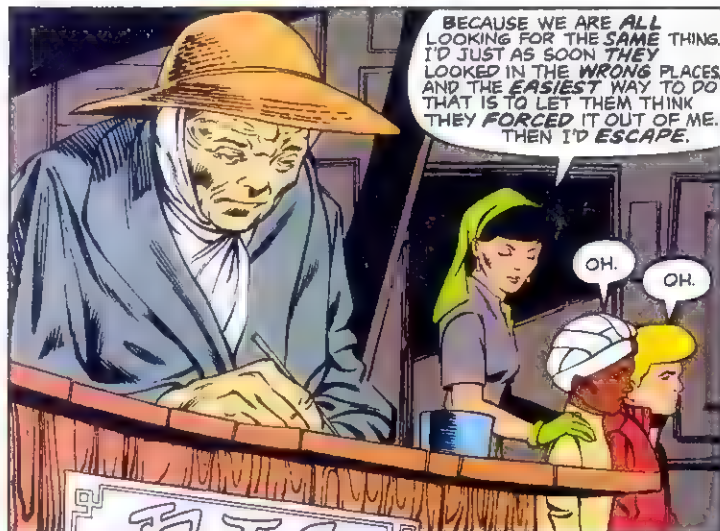








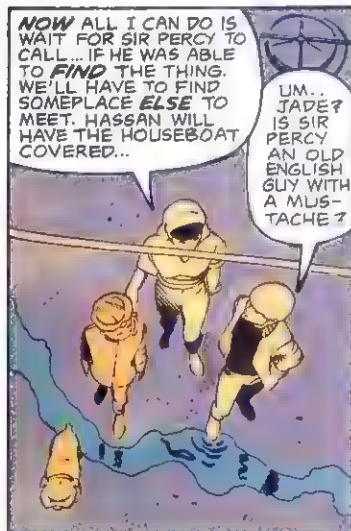
BUT, JADE... WHY DID YOU WANT THEM TO CAPTURE YOU?



BECAUSE WE ARE ALL LOOKING FOR THE SAME THING. I'D JUST AS SOON THEY LOOKED IN THE **WRONG** PLACES, AND THE **EASIEST** WAY TO DO THAT IS TO LET THEM THINK THEY FORCED IT OUT OF ME. THEN I'D **ESCAPE**.

OH.

OH.



NOW ALL I CAN DO IS WAIT FOR SIR PERCY TO CALL... IF HE WAS ABLE TO **FIND** THE THING, WE'LL HAVE TO FIND SOMEPLACE **ELSE** TO MEET. HASSAN WILL HAVE THE HOUSEBOAT COVERED...

UM... JADE? IS SIR PERCY AN OLD ENGLISH GUY WITH A MUSTACHE?



YES...YES. THAT'S PERCIVAL SHAKELY. HE'S MY **PARTNER**. DID HE HAVE A SMALL **PACKAGE**...?

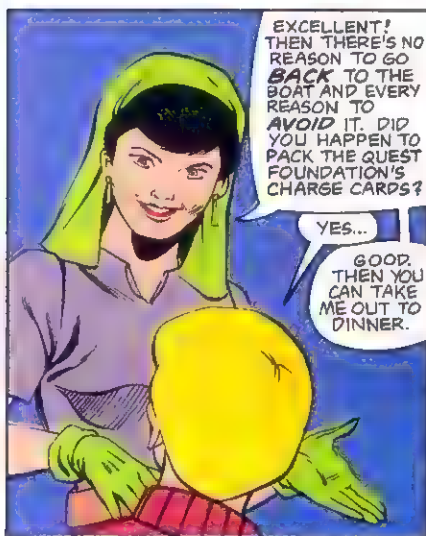
GOSH, I'M SORRY, JADE, BUT HE'S **DEAD**. I THINK SOMEBODY **SHOT** HIM.

HE CAME IN TO YOUR OFFICE ABOUT FOUR O'CLOCK. THE FRONT OF HIS SHIRT WAS ALL **RED** AND...



JONNY, BOY... I THINK WE'RE GETTING **BOGGED** DOWN IN **DETAILS** HERE. DID HE HAVE A SMALL **PACKAGE** WITH HIM?

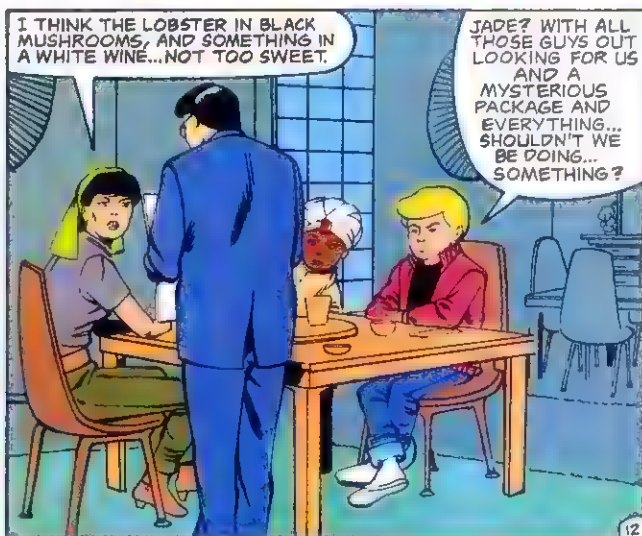
WELL, SURE HE DID. WE **HID** IT.



EXCELLENT! THEN THERE'S NO REASON TO GO **BACK** TO THE BOAT AND EVERY REASON TO **AVOID** IT. DID YOU HAPPEN TO PACK THE QUEST FOUNDATION'S CHARGE CARDS?

YES...

GOOD. THEN YOU CAN TAKE ME OUT TO **DINNER**.



I THINK THE LOBSTER IN BLACK MUSHROOMS, AND SOMETHING IN A WHITE WINE...NOT TOO SWEET.

JADE? WITH ALL THOSE GUYS OUT LOOKING FOR US AND A MYSTERIOUS PACKAGE AND EVERYTHING... SHOULDN'T WE BE DOING... SOMETHING?

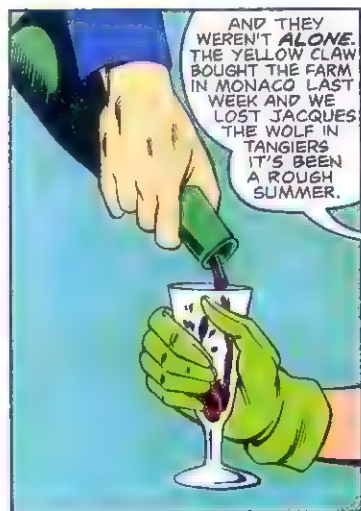


WHY? I DOUBT THEY'RE LOOKING FOR US IN EXPENSIVE RESTAURANTS, AND I DON'T WANT TO LEAD THEM TO THE PACKAGE.

WHAT IS THIS PACKAGE, MISS JADE?



I'M NOT SURE, BUT I KNOW THAT DR. ZIN WANTS IT **BADLY**. HE AND BEN HASSAN HAVE BEEN SHOOTING UP THE ORIENT FOR **WEEKS** TRYING TO GET IT



AND THEY WEREN'T **ALONE**. THE YELLOW CLAW BOUGHT THE FARM IN MONACO LAST WEEK AND WE LOST JACQUES THE WOLF IN TANGIERS. IT'S BEEN A ROUGH SUMMER.



TELL ME... DOES RACE GENERALLY SEND YOU **KIDS** OUT ON HIS CASES?

NO, IT WAS KIND OF AN EMERGENCY... HE **HAS** TRAINED US, THOUGH.

I SEE.



JUST WHAT DID YOU DO WITH POOR OLD PERCY'S BODY?

EXCELLENT VINTAGE.

SNIFF
SNIFF

WE ROLLED IT UNDER THE BED.



GOOD. HE DID SO LOVE TO BE TIDY.

THERE'S THAT OLD **CRATE** IN YOUR OFFICE. WE COULD PUT HIM IN **THAT**.

COKE, PLEASE.

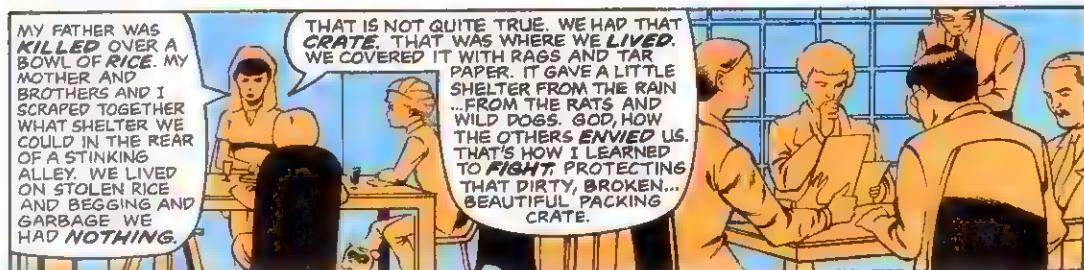


NO. THAT CRATE CAN'T BE USED. IT'S A REMINDER.

OF WHAT, JADE?



I WAS BORN IN A POOR COUNTRY, TORN BY WAR AND REVOLUTION. HALF THE COUNTRY WAS STARVING. MY FATHER HAD BEEN A SHOEMAKER... NOW HE WAS NOTHING... WE COUNTED AS **NOTHING**, IN A CITY WHERE A **THOUSAND** NOTHINGS DIED **EVERY** DAY.

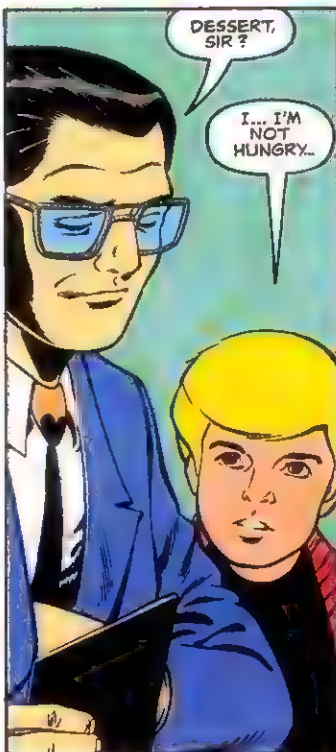


MY FATHER WAS **KILLED** OVER A BOWL OF **RICE**. MY MOTHER AND BROTHERS AND I SCRAPED TOGETHER WHAT SHELTER WE COULD IN THE REAR OF A STINKING ALLEY. WE LIVED ON STOLEN RICE AND BEGGING AND GARBAGE WE HAD **NOTHING**.

THAT IS NOT QUITE TRUE. WE HAD THAT **CRATE**. THAT WAS WHERE WE **LIVED**. WE COVERED IT WITH RAGS AND TAR PAPER. IT GAVE A LITTLE SHELTER FROM THE RAIN... FROM THE RATS AND WILD DOGS. GOD, HOW THE OTHERS **ENVIED** US. THAT'S HOW I LEARNED TO **FIGHT**. PROTECTING THAT DIRTY, BROKEN... BEAUTIFUL PACKING **CRATE**.

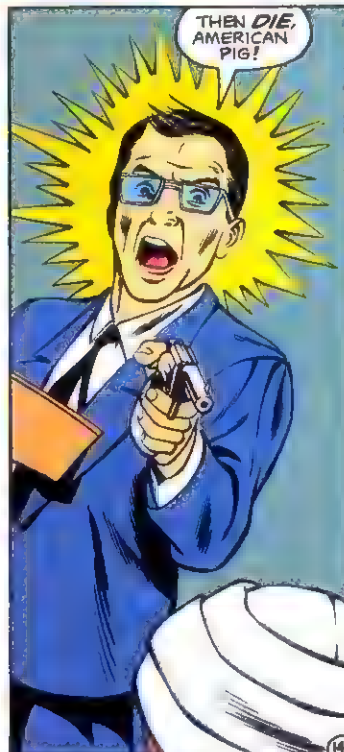


YEARS LATER, I RETURNED TO THE ALLEY AND FOUND THAT CRATE IT MIGHT NOT BE THE **SAME** ONE, BUT I LIKE TO THINK IT **IS**. I KEEP IT TO REMEMBER... TO REMEMBER WHAT IT IS LIKE TO BE **POOR**, AND THAT ONLY **GOLD** CAN KEEP ME FROM THE **FILTH** AND **POVERTY** OF THAT LIFE. THAT IS THE PURPOSE OF **JADE INCORPORATED**... TO WRING ENOUGH GOLD FROM THE WORLD TO BE **SAFE**...

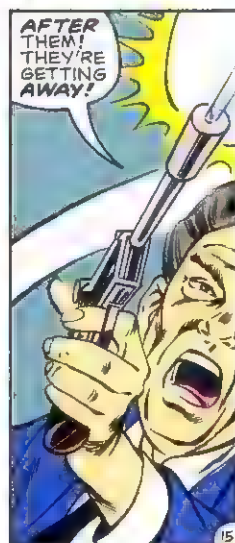
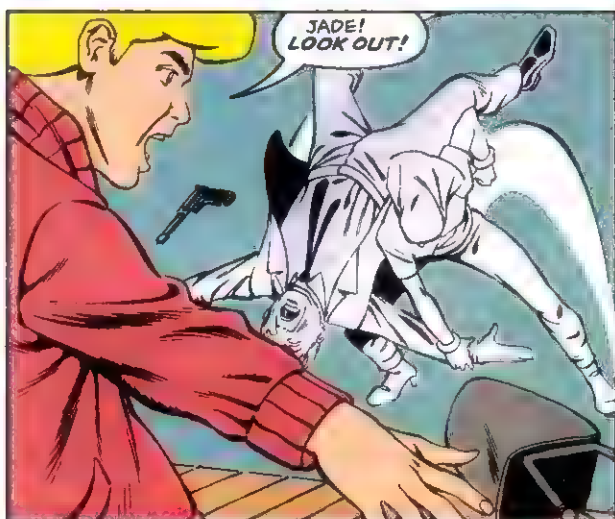
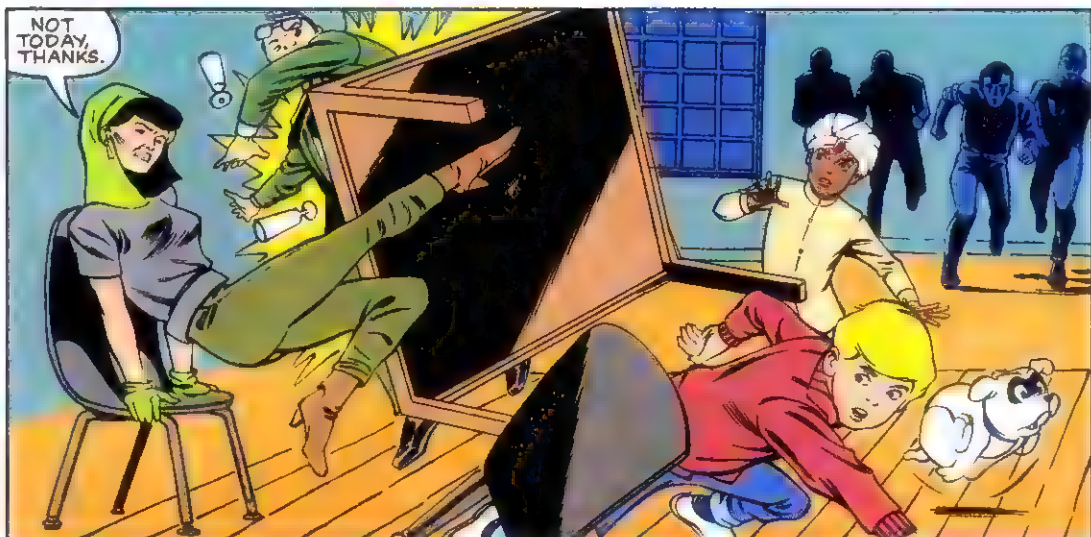


DESSERT, SIR?

I... I'M NOT HUNGRY.

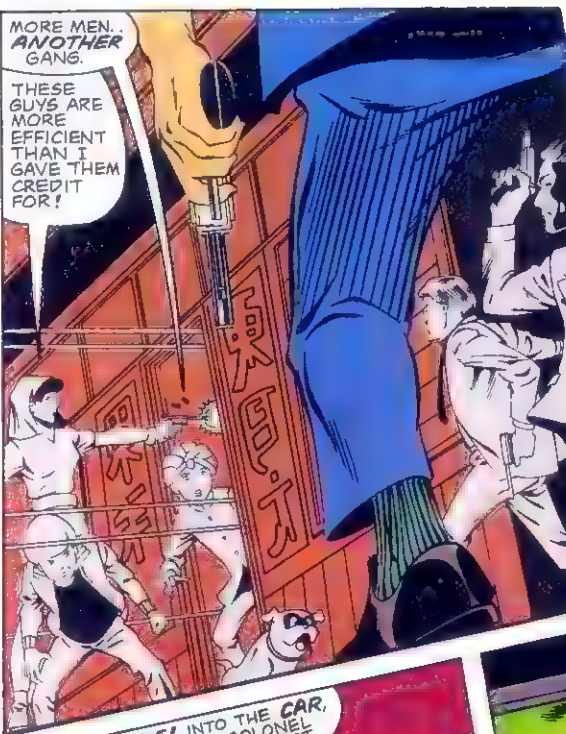


THEN **DIE**, AMERICAN PIG!



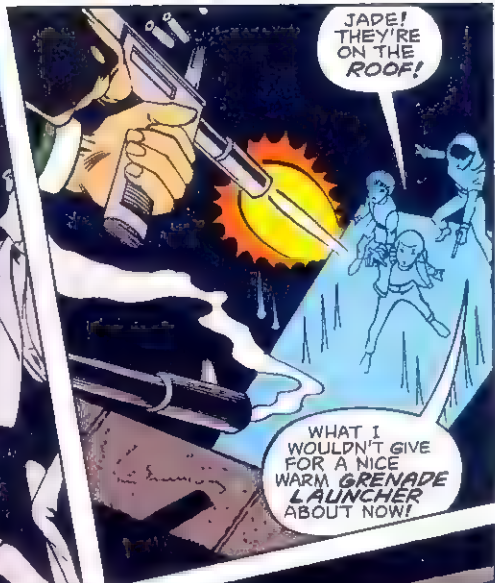
MORE MEN.
ANOTHER
GANG.

THESE
GUYS ARE
MORE
EFFICIENT
THAN I
GAVE THEM
CREDIT
FOR!

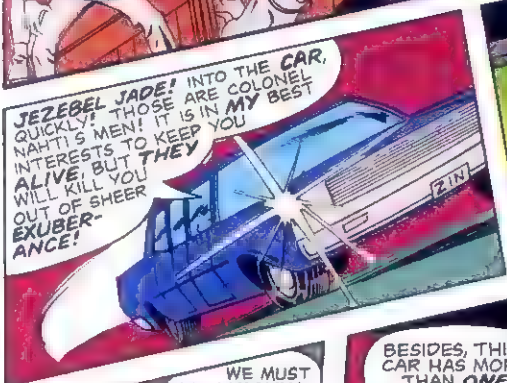


JADE!
THEY'RE
ON THE
ROOF!

WHAT I
WOULDN'T GIVE
FOR A NICE
WARM GRENADE
LAUNCHER
ABOUT NOW!



JEZEBEL JADE! INTO THE CAR,
QUICKLY! THOSE ARE COLONEL
NAHTI'S MEN! IT IS IN MY BEST
INTERESTS TO KEEP YOU
ALIVE, BUT THEY
WILL KILL YOU
OUT OF SHEER
EXUBER-
ANCE!

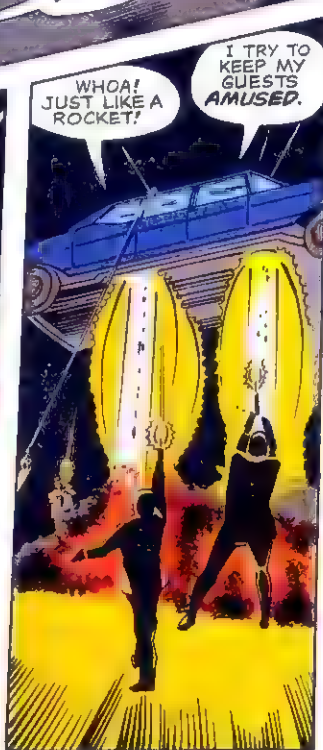


DR. ZIN!



WHOA!
JUST LIKE A
ROCKET!

I TRY TO
KEEP MY
GUESTS
AMUSED.



BESIDES, THIS
CAR HAS MORE
THAN ONE
SURPRISE...



WE MUST
GO QUICKLY.
THEY WILL
CHOP US TO
PIECES IN
HERE!

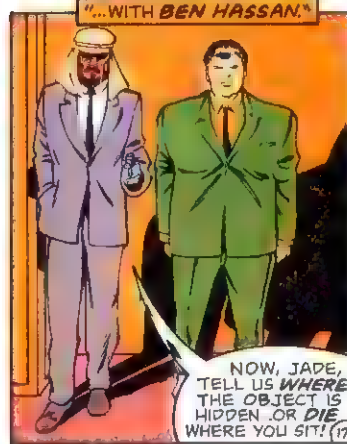
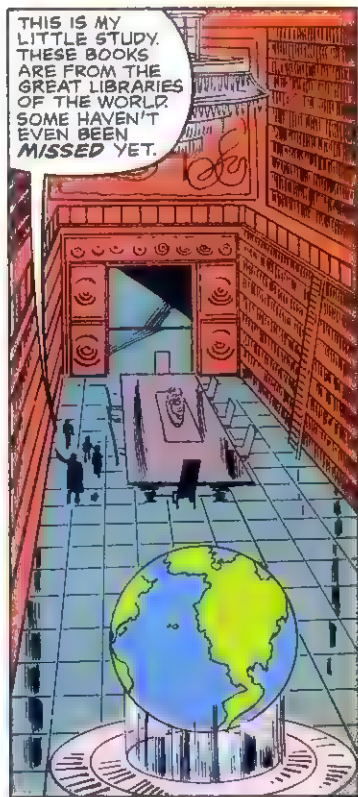
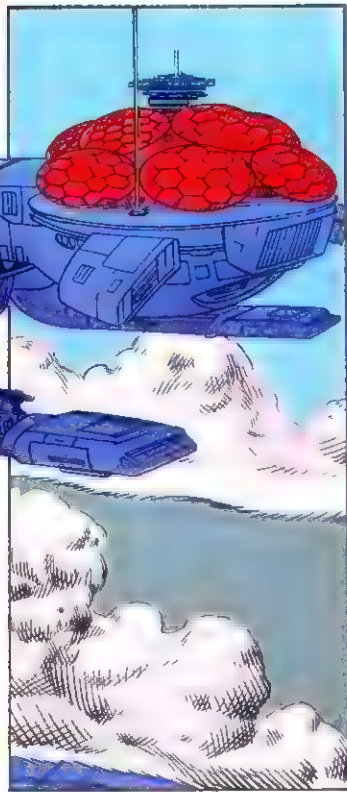
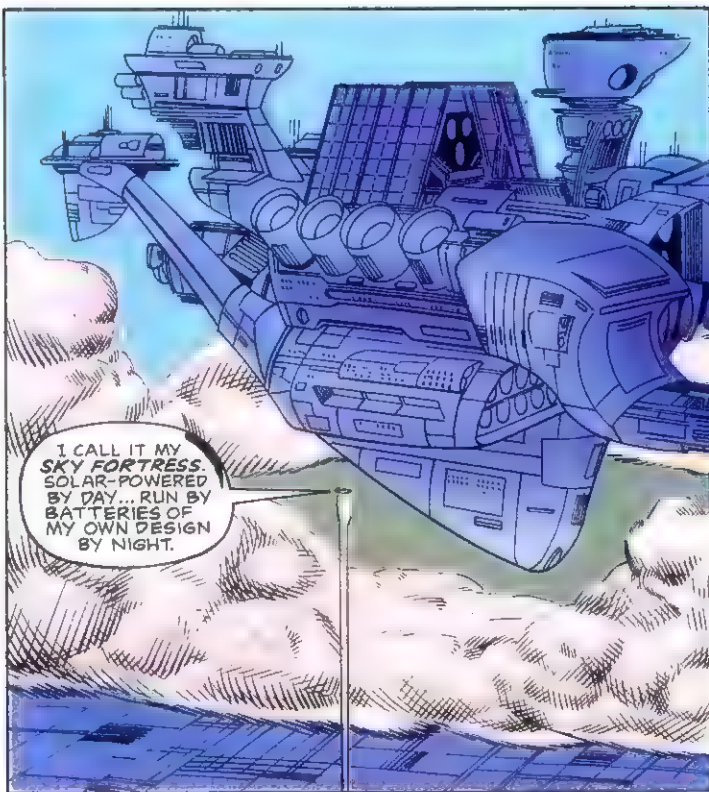
THIS
CAR?
HARDLY...



WE'RE
ABOVE
THE
CLOUDS!

JUST SO.
I KEEP
A SORT OF
HIDEAWAY
TUCKED
AWAY UP
HERE.







GEE, SINCE YOU ASK SO *NICELY* ...WHY NOT? BUT FIRST I WANT TO KNOW... WHAT MAKES THIS GADGET SO *VALUABLE*?

YOU ARE IN *NO POSITION* TO...!



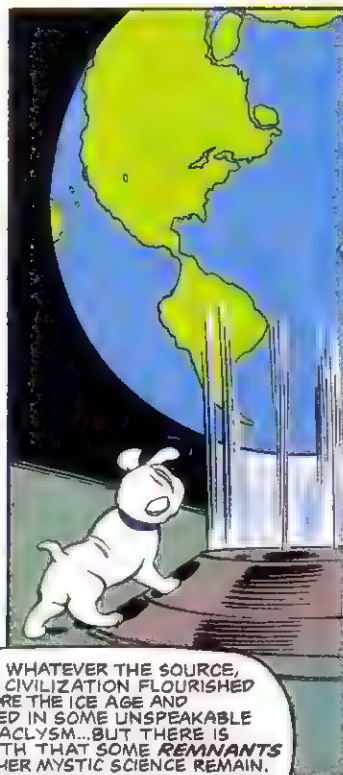
NOW, NOW, HASSAN. A LITTLE *PATIENCE!* IT IS *VALUABLE* BECAUSE I BELIEVE IT TO BE THE *OLDEST* THING ON EARTH!



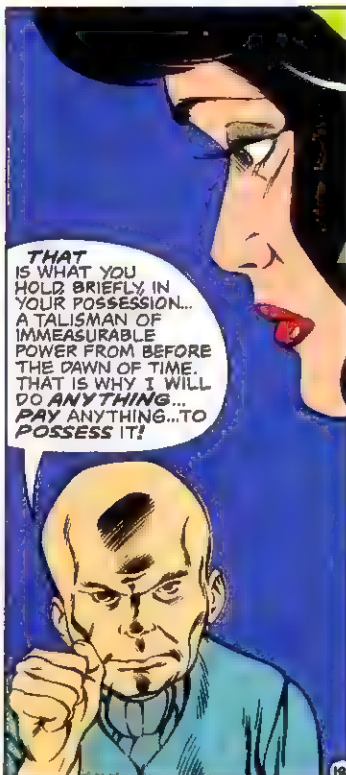
CALL IT *MU*, CALL IT *HYPERBOREA* ...CALL IT WHAT YOU WILL... BEFORE GREECE OR AEGYPT, BEFORE EVEN THE CRO-MAGNON HUNTERS, THERE WAS A PRIMAL CIVILIZATION OF UNIMAGINABLE *POWER* AND MIRACULOUS *SCIENCE*. MANY HAVE *SCOFFED* AT THIS, BUT IT IS *TRUE*.



SOME HAVE POSTULATED THAT THIS CULTURE WAS AN EARLY FLOWER ON THE HUMAN VINE, MUTATED AND STRANGE... OTHERS GUESS THAT IT WAS A COLONY FROM ANOTHER WORLD, THAT WE ARE THE RESULT OF THEIR *GENETIC TINKERING* UPON THE CLEVER APES THEY FOUND HERE.



BUT WHATEVER THE SOURCE, THIS CIVILIZATION FLOURISHED BEFORE THE ICE AGE AND ENDED IN SOME UNSPEAKABLE CATAclysm... BUT THERE IS A MYTH THAT SOME *REMNANTS* OF HER MYSTIC SCIENCE REMAIN.



THAT IS WHAT YOU HOLD BRIEFLY IN YOUR POSSESSION... A TALISMAN OF IMMEASURABLE POWER FROM BEFORE THE DAWN OF TIME. THAT IS WHY I WILL *DO ANYTHING*... *PAY ANYTHING*... TO *POSSESS IT!*



HA! HA! HA! WILL THE MEETING OF THE **SIDNEY GREENSTREET** SOCIETY PLEASE COME TO ORDER? HA...HA...HA...!

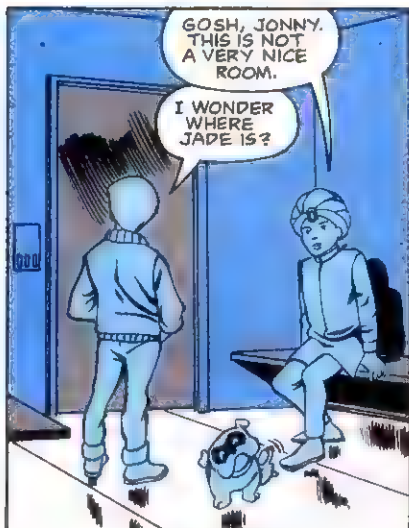
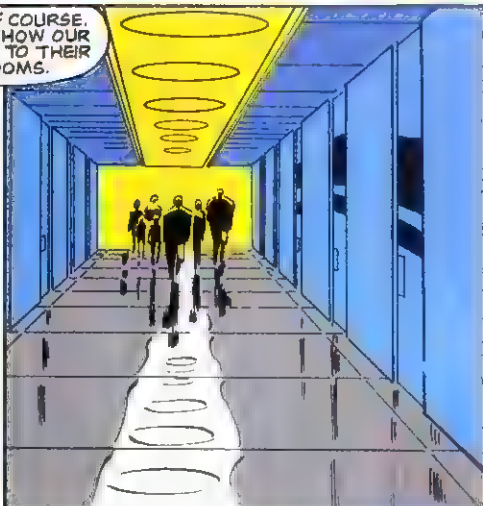


SORRY... EVERYBODY OUGHT TO HAVE A **FAIRY TALE** TO BELIEVE IN, I GUESS. I **DO** LIKE THE PART ABOUT "PAYING ANYTHING." WE SHOULD TALK ABOUT THAT... IN THE MORNING.



BUT RIGHT NOW, I'M TOO **TIRED** TO THINK... I ASSUME WE'RE INVITED FOR THE NIGHT?

BUT, OF COURSE, **SMEE**, SHOW OUR GUESTS TO THEIR ...ROOMS.



GOSH, JONNY. THIS IS NOT A VERY NICE ROOM.

I WONDER WHERE **JADE** IS?

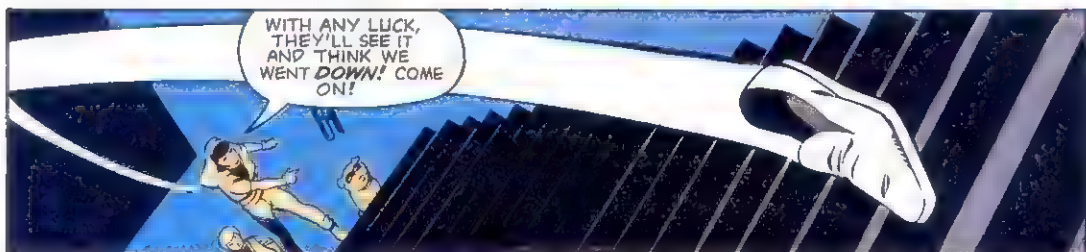
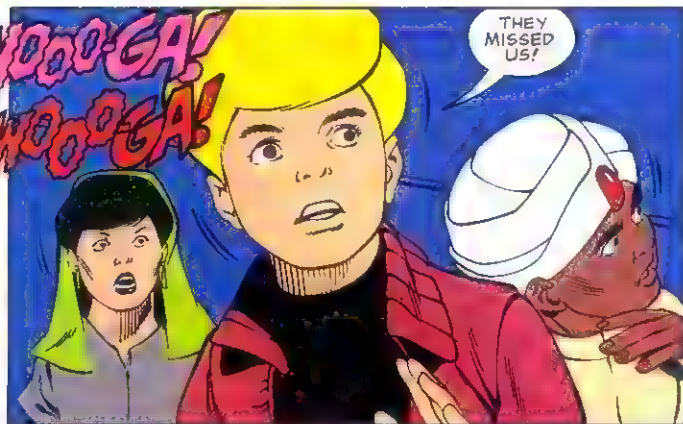


THIS DOOR DOES NOT EVEN HAVE A **KEY-HOLE**...WHAT IS THAT **NOISE**?



JADE! HOW DID YOU GET THE DOOR OPEN?

I LIFTED THE **SONIC KEY** FROM THE GUARD AS HE LOCKED ME IN, OF COURSE.



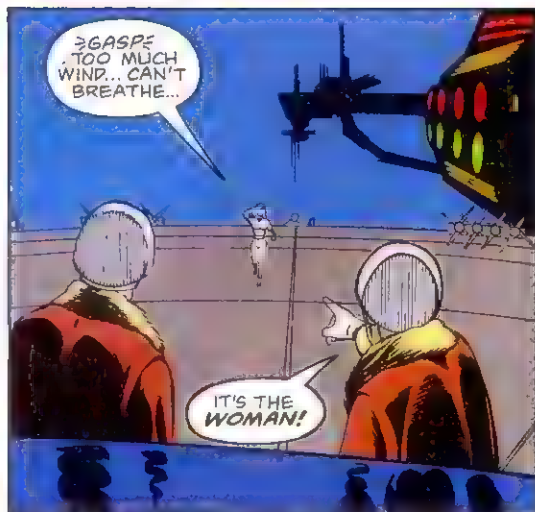


TWO GUARDS
IN BODY
ARMOR--AND
THOSE ARE
SHOTGUNS
THEY'RE
CARRYING!

HOW ARE
WE GOING
TO GET BY
THEM?



THIS IS
ZIN. THE
PRISONERS
HAVE
ESCAPED.
THEY MAY
MAKE AN
ATTEMPT
ON THE
CAR.!

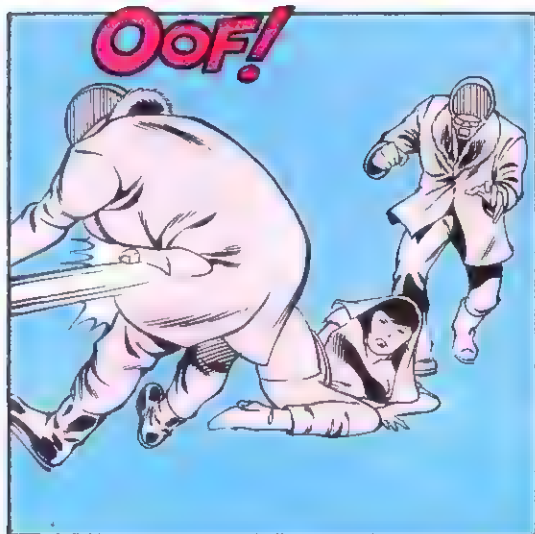


3GASPE
TOO MUCH
WIND... CAN'T
BREATHE...

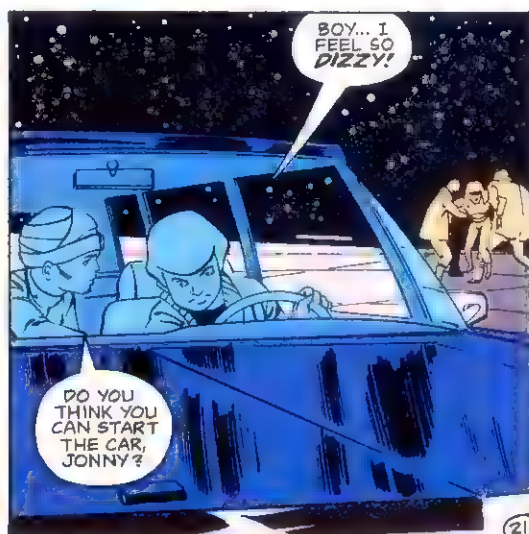
IT'S THE
WOMAN!



WELL, THAT
WAS AN EASY
CAPTURE.
WONDER WHAT
WE SHOULD
DO WITH HER?

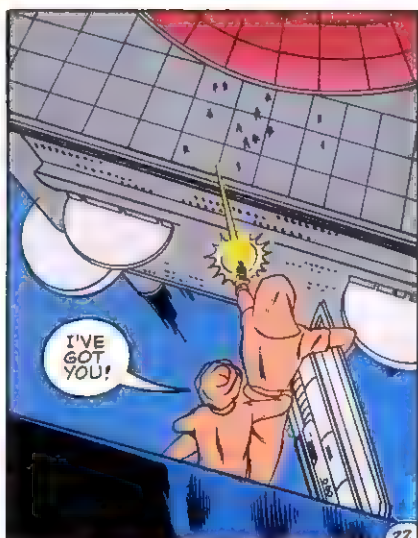
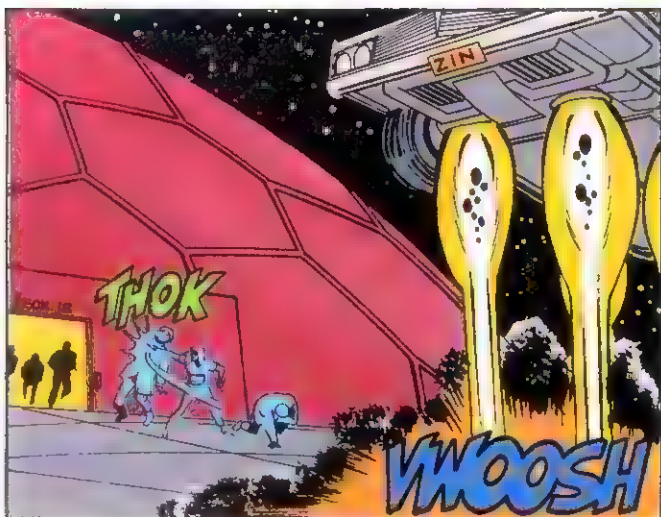
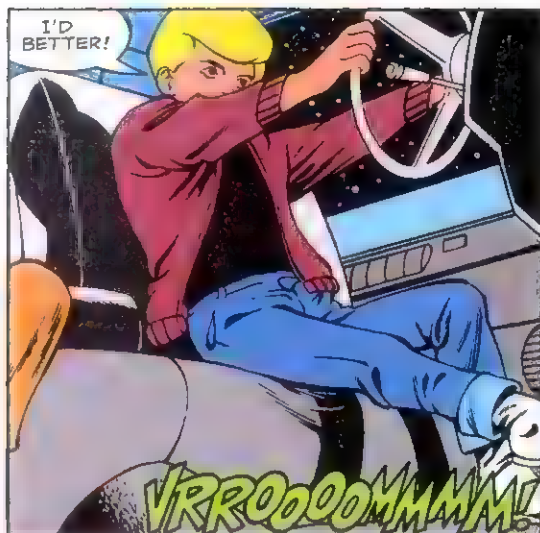


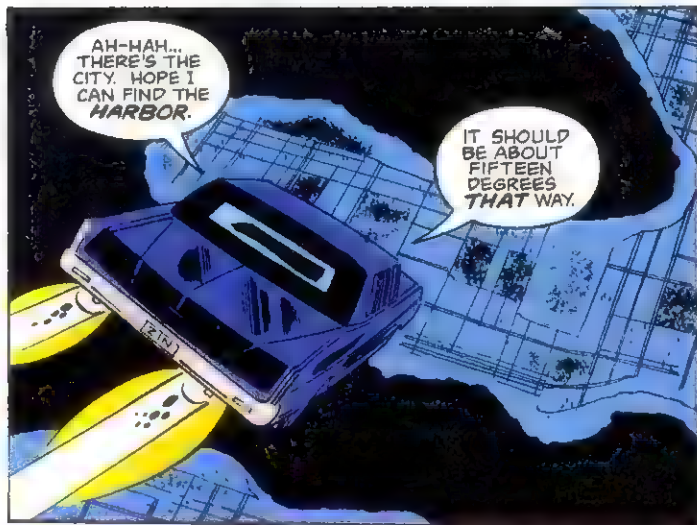
OOF!



BOY... I
FEEL SO
DIZZY!

DO YOU
THINK YOU
CAN START
THE CAR,
JONNY?



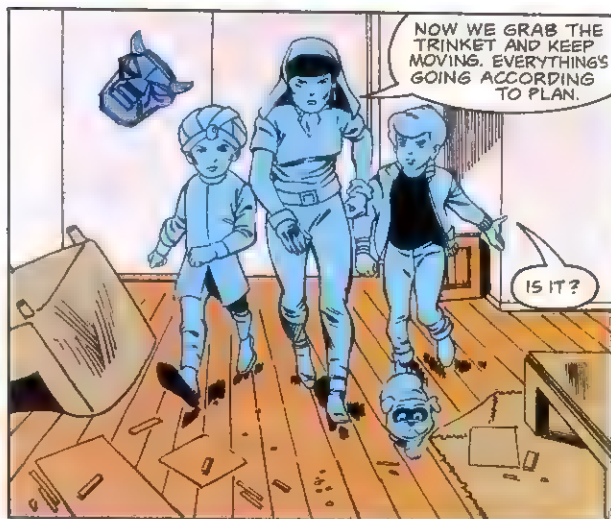


AH-WAH...
THERE'S THE
CITY. HOPE I
CAN FIND THE
HARBOR.

IT SHOULD
BE ABOUT
FIFTEEN
DEGREES
THAT WAY.



HOME SWEET HOME
...AND IT LOOKS
LIKE WE BEAT THE
OTHER INTERESTED
PARTIES HERE



NOW WE GRAB THE
TRINKET AND KEEP
MOVING. EVERYTHING'S
GOING ACCORDING
TO PLAN.

IS IT?



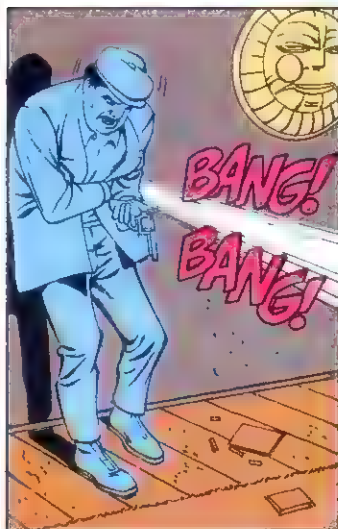
OF COURSE. I'LL **SELL**
THE THING TO ZIN,
BUT I NEEDED TO
KNOW HOW **MUCH**
HE WANTED IT.

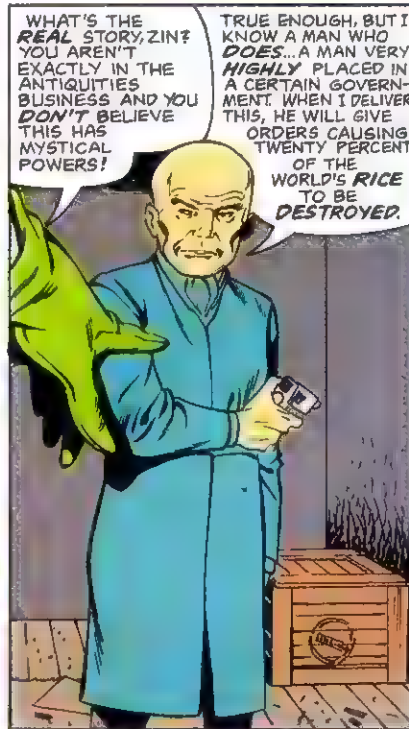
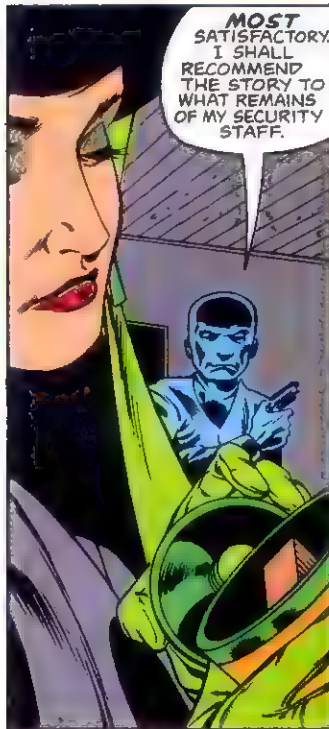
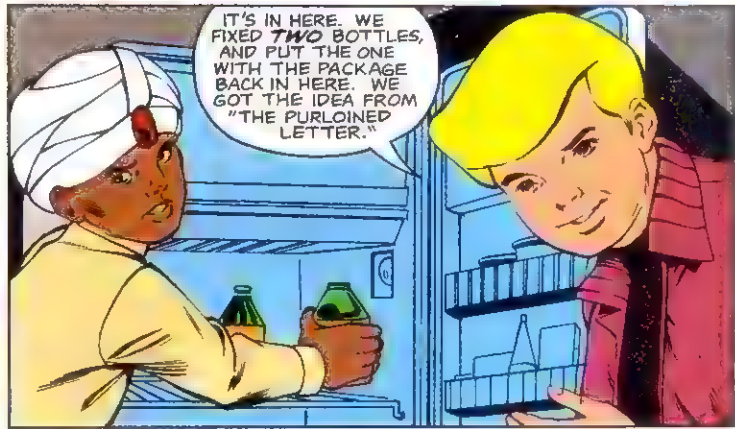
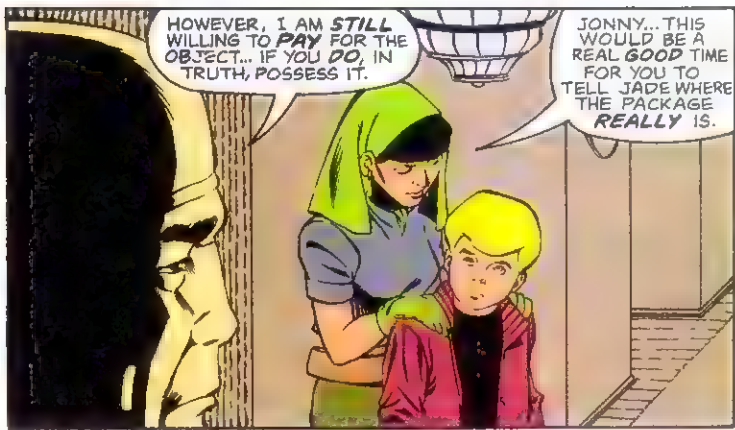


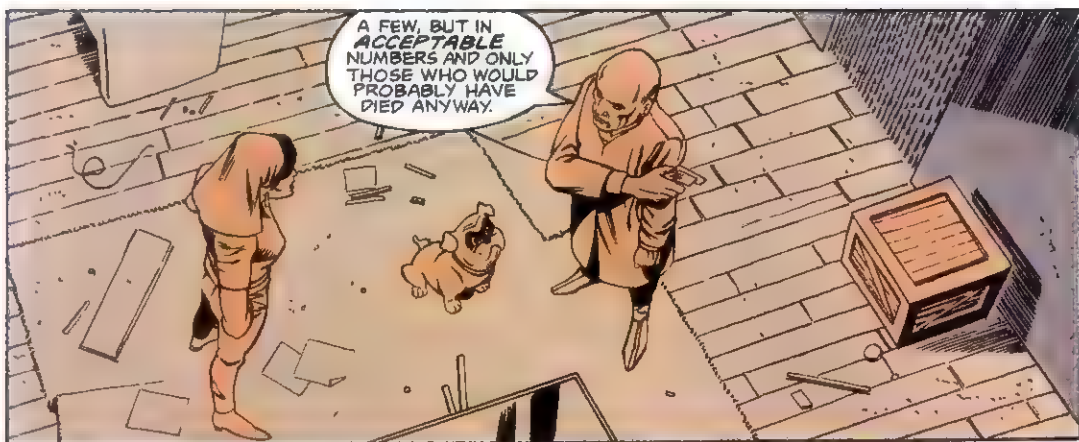
AND HE WANTS IT
PLENTY! THIS
COULD BE MY **BIG**
SCORE...THE CHANCE
OF A **LIFETIME**...IF
I KEEP HIM HUNGRY!



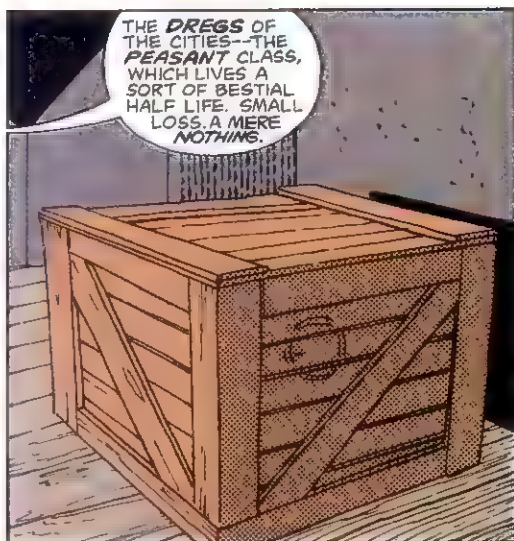
PERHAPS SO,
BUT THE
LIFETIME
WILL BE
MINE!



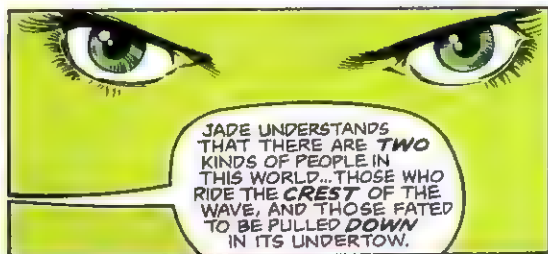




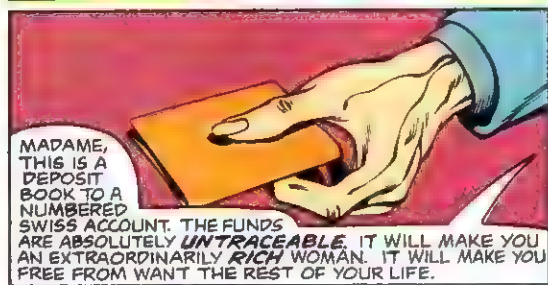
A FEW, BUT IN **ACCEPTABLE** NUMBERS AND ONLY THOSE WHO WOULD PROBABLY HAVE DIED ANYWAY.



THE **DREGS** OF THE CITIES--THE **PEASANT CLASS**, WHICH LIVES A SORT OF BESTIAL HALF LIFE. SMALL LOSS. A MERE **NOTHING**.



JADE UNDERSTANDS THAT THERE ARE **TWO** KINDS OF PEOPLE IN THIS WORLD...THOSE WHO RIDE THE **CREST** OF THE WAVE, AND THOSE FATED TO BE PULLED **DOWN** IN ITS UNDERTOW.



MADAME, THIS IS A DEPOSIT BOOK TO A NUMBERED SWISS ACCOUNT. THE FUNDS ARE ABSOLUTELY **UNTRACEABLE**. IT WILL MAKE YOU AN EXTRAORDINARILY **RICH** WOMAN. IT WILL MAKE YOU FREE FROM WANT THE REST OF YOUR LIFE.

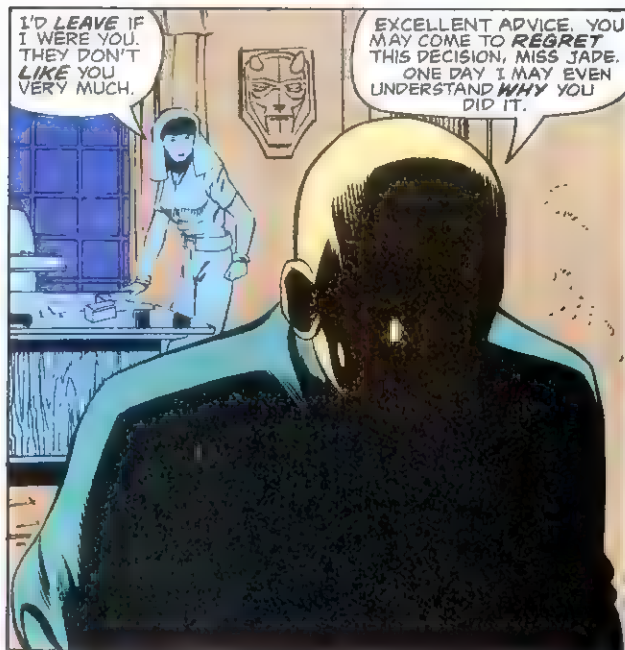


IT'S VERY NICE. GET OUT.

WHAT?

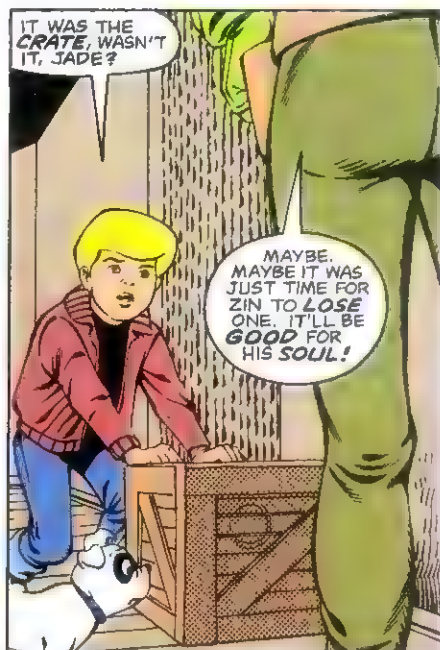


I'VE WORKED FOR YOU BEFORE... I MAY AGAIN. BUT NOT **THIS** TIME. HELLO, **INTERPOL**? THIS IS JEZEBEL JADE. DR. ZIN, THE ARMS DEALER AND TERRORIST, JUST ENTERED MY HOUSEBOAT. IF YOU HURRY, YOU MAY **CATCH** HIM.



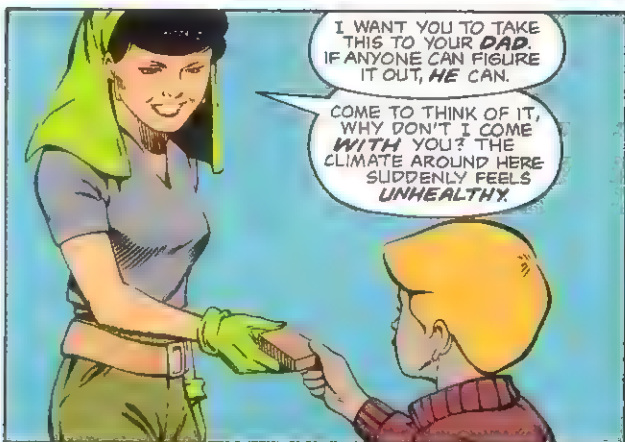
I'D LEAVE IF I WERE YOU. THEY DON'T LIKE YOU VERY MUCH.

EXCELLENT ADVICE. YOU MAY COME TO **REGRET** THIS DECISION, MISS JADE. ONE DAY I MAY EVEN UNDERSTAND **WHY** YOU DID IT.



IT WAS THE **CRATE**, WASN'T IT, JADE?

MAYBE. MAYBE IT WAS JUST TIME FOR ZIN TO **LOSE** ONE. IT'LL BE **GOOD** FOR HIS **SOUL**!

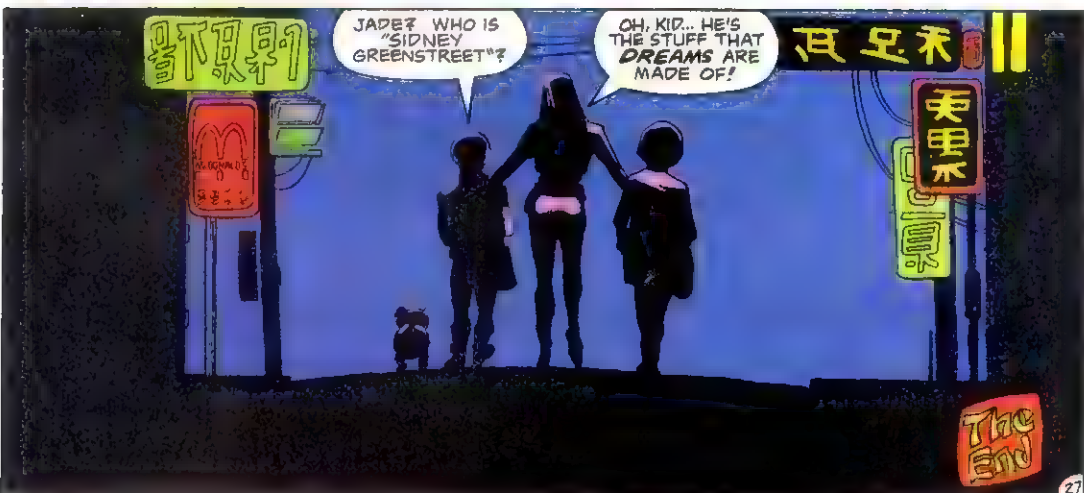


I WANT YOU TO TAKE THIS TO YOUR **DAD**. IF ANYONE CAN FIGURE IT OUT, **HE** CAN.

COME TO THINK OF IT, WHY DON'T I COME **WITH** YOU? THE CLIMATE AROUND HERE SUDDENLY FEELS **UNHEALTHY**.



BESIDES, I HAVEN'T SEEN **RACE** IN A WHILE, AND EVERY WORKING GIRL DESERVES A **VACATION**!



JADE? WHO IS "SIDNEY GREENSTREET"?

OH, KID... HE'S THE STUFF THAT **DREAMS** ARE MADE OF!

The End



Pin-up by Robb Phipps, Mike Gustovich, and Kurt Mausert.

William Messner-Loebs
and Adam Kubert
present
Philosopher's Stone



JONNY QUEST TM and © 1986 Hanna-Barbera Productions, Inc.

in
JONNY QUEST #6
from
Comico The Comic Company.
ON SALE NEXT MONTH

And you thought I was going to start this off with a traditional **BOO!** Hmph—fooled you, didn't I? The fall has always sung to me, and with a last name like "Schreck" — which means "terror" in German — Halloween was celebrated much like a birthday or a family reunion when I was growing up. As a child, I would transform our porch into a haunted house at the drop of a hat! No waiting for any silly holiday to show up — besides, for such a skilled spookster as myself, a mid-July high noon presented me with much more of a challenge!

Dick Smith and Tom Savini didn't have anything on me! All I needed was the key to the storage, some gauze, a couple of rubber spiders, and several gallons of Heinz (nothing but the best for this kid!) ketchup, to induce severe shock trauma into all my neighborhood fiends, er, friends. Ahh, the good old days!

But now, with modern society's latest "innovations" being added to the Halloween tradition, it seems the holiday has taken a drastic decline in kids' participation. What with one real life horror story after another making the news, parents are wisely cautioning their children against the sick and twisted few who have decided to destroy an entire generation's childhood memories.

Last Halloween Diana and I frantically raced through work to get home in time to greet trick-or-treaters. By night's end, we had had only one visit — from two brave twelve-year-old boys. They were the only kids to receive *our* answer for a safe and fun Halloween . . . comic books! Their eyes lit up, and in unison they very loudly proclaimed, "Thanks! These are even better than candy!" Certainly, the dentist will agree — and so will your budget, if you shop wisely. Most specialty shops feature various discount comics and some retailers have already begun offering bulk rate prices on special Halloween packages. I urge all you kids out there (young and old) to suggest comics to your folks as a safe and fun alternative for the holiday fare.

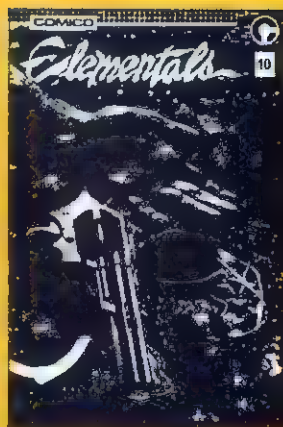
Enjoy . . . and try to go easy on mom's ketchup!

Just trying to be,
Bob (The Terror) Schreck
 Administrative Director

**COMICO
 BLIMP**

Shipping October 17th
 Newsstand titles on sale 11/28/86

ELEMENTALS #10: Everyone knows it's impolite to hit a woman, but when that woman is Morningstar and she and her fellow Elementals are targeted for death by a ruthless assassin known as Sanction, "The Bullet Hits the Bone!" Plotted and pencilled by **Bill Willingham**, scripted by **Jack Herman**, and inked by **Rich Rankin**.



ELEMENTALS TM and © 1986 Bill Willingham

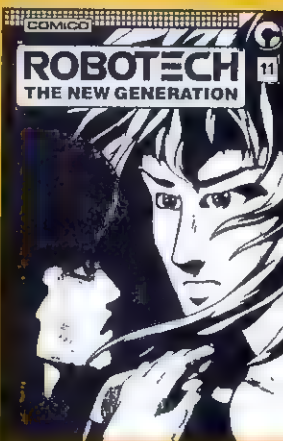
JONNY QUEST #5: When Jezebel Jade summons Race Bannon for help, Jonny and Hadji rush to her aid in his absence, only to find themselves face to face with the insidious Dr. Zin! Written by **William Messner-Loebs**, pencilled by **Mitch Schauer**, and inked by **John Nyberg**. Cover by **Dave Stevens!**

ROBOTECH The New Generation #11: Scott Bernard and company come upon a thriving community that is migrating to a Utopia just beyond the mountains, but conditions soon turn out to be less than idyllic. Meanwhile, Lancer visits an old flame. Romance and intrigue abound! **Jack Herman** scripts, **Reggie Byers** pencils, and **Tom Poston** inks, with a full color cover painted by **Dave Dorman**.



JONNY QUEST TM and © 1986 Hanna-Barbera Productions, Inc.

GRENDAL Graphic Novel: Witness Grendel—genius, novelist, assassin—the enigmatic figure whose only true opponent was fate and whose viciousness knew no limits. Collected for the first time in a single volume, this tale of deceit, destiny, and the supernatural is stylishly written, pencilled, and colored by **MAGE** creator **Matt Wagner**, with inks by **Rich Rankin**. Introduction by **Alan Moore**. Pin-up gallery featuring art by **Steve Rude**, **John Totleben**, **Steve Bissette**, and more!



ADMINISTRATIVE STAFF

BOB SCHRECK
 Administrative
 Director

DIANA SCHUTZ
 Editor in Chief

GERRY GIOVINCO
DENNIS LASORDA
PHIL LASORDA
 Publishers

Shipping November 7th
 Newsstand titles on sale 11/28/86

GRENDDEL #2: Grendel's son has been kidnapped. Christine Spar follows the trail to San Francisco, seeking the soft light of her dreams. What she finds instead is the waking nightmare of reality. This deliciously terrifying treat is written by **Matt Wagner**, pencilled by **Arnold** and **Jacob Pander**, and inked by **Jay Geldhof**.



GRENDDEL TM and © 1986 Matt Wagner/Comico The Comic Company

ROBOTECH The Macross Saga #15: The 70,000 civilian inhabitants of the SDF-1 find their fellow earthlings to be as formidable as the awesome Zentraedi when they attempt to disembark and warn the United Earth Government of the impending alien threat. **Jack Herman** scripts, **Mike Leeke** pencils, and **Mike Chen** jumps aboard as inker.



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HYPE

Shipping November 21st
 Newsstand titles on sale 11/2/87

JONNY QUEST #6: After the discovery of the "Philosopher's Stone," the Quest clan, Dr. Zin, and various government agents race to the North Pole to find the key to unlocking the artifact's ageless knowledge! A surprising tale of human nature and transformation! **William Messner-Loebs** scripts, and the multi-talented **Adam Kubert** does everything else!

ROBOTECH Masters #12: Dazed and confused and distrusted, **Zor** becomes "A New Recruit" in Lt. Sterling's 15th Tactical Armored Corps, causing more than a few discordant fireworks among the others. **Mike Baron** scripts, **Rich Rankin** inks, and we happily welcome back **Nell Vokes** as full penciler.

THE WORLD OF GINGER FOX: In this original trade paperback, **Ginger Fox** steps in to save a failing Hollywood movie studio from bankruptcy, and finds herself caught up in a whirlwind of romance, ninjas and drug abuse! This is a graphic novel for the eighties, created and written with contemporary flair by **Mike Baron**, illustrated with electric, new wave energy by **Mitch O'Connell** and radiantly painted by **NEXUS** colorist **Les Dorscheid**! Sixty-four 8 1/2" x 11" pages of full process color for only \$6.95!



Coming from COMICO . . .

Shipping December 5th
 Newsstand titles on sale 11/2/87

GRENDDEL #3: by writer **Matt Wagner**, pencillers **Arnold** and **Jacob Pander**, and special guest inker **Rich Rankin**.

ROBOTECH The New Generation #12: scripted by **Jack Herman**, pencilled by **Reggie Byers**, and inked by **Tom Poston**.

Comico Poster Series #1—
JONNY QUEST by **Doug Wildey**.

Questions and ANSWERS

1547 DeKALB STREET NORRISTOWN, PA 19401

Dear Doug and friends:

Thanks for bringing back my favorite team of good guys. JONNY QUEST. Yahoo! Yippee! I love it! At first glance, the cover reminded me of the old episodes on television. Those were the days! Well, anyway, I hope that you guys (and gals, too) at Comico consider making JONNY QUEST a regular periodical, instead of just 12 issues. It would certainly cheer up my life. How about it, huh? For old times' sake?

Thought I was,
Kevin Miguel
Wailuku, Maui, HI

—It looks like you can keep smiling, Kevin! So long as people continue buying JONNY QUEST, we'll continue publishing it!

Dear Doug and William:

I'm 26 and in the long ago days of my dimly remembered youth, I thrilled to the adventures of one of my favorite TV characters in the *Jonny Quest* series.

Now, at long last, the greatest canine since the first Lassie has made it into the comics.

Bandit, my chihuahua's hero, has arrived!!!

In the first story his pose of puzzle-moment or profound understanding (take your pick) on pg. 2 was well done, his eagerness for combat was displayed to great effect on pg. 3, as were his leadership abilities in the first pin-up.

In the second story, his fascinating ability to get along easily with the natives was shown to hilarious effect on pages 1 and 5.

But what did I think of the other stuff, you may be asking?

Well, let's see: the wraparound cover was magnificent, the plots and scripts were excellent and fast-paced.

The characterization was superb, and the art was quite simply out of this world.

Kiril Kundurazieff
Pomona, CA

—Kiril, you and your chihuahua had best stay tuned for JQ #11—our all-Bandit issue!

Dear Editor:

I read with great interest and anticipation the first issue of JONNY QUEST for more than just the usual reasons, since I've not only been a longtime QUEST fan, but have known both Doug [Wildey] and Steve Rude for years. Doug said to

me (and I have witnesses to attest to this, so you can't back out now, Wildey!) that he modeled the Reed C. James character after me (Wow! What an honor!); I also supplied a lot of JQ model sheets to the Dude before he started pencilling his story. Anyway, the photocopies of the pencils Steve sent me were absolutely gorgeous and, with Mike Royer, one of the Dude's fave inkers, inking it, we thought the job'd look fabulous.

So we get issue #1 and what happens? Steve and Mike's art job is almost obliterated by Matt Wagner's coloring! Jeez! You could barely make out any of the artwork in most spots, and in others the purple, orange, and flesh tone combinations were appalling. This may be how Matt colors MAGE, but, I'm sorry . . . this does *not* work for JONNY QUEST.

Other than that, good luck with the rest of the series. Maybe my character will show up again—I must own more than one gas station!

Ciao from the desert,
Reed C. James,
alias Darrell McNeil
Gold Medal
Productions, Inc.
Studio City, CA

—Sorry to hear you weren't too fond of Matt's colors, Darrell. Personally, ye editor here is a huge fan of Matt's—and so are many of our other readers, as witness the following . . .

Dear Di,

When *Jonny Quest* first premiered in 1964, I was only four years old myself. I've loved the show ever since then, and when I read that Comico would be reviving *Jonny* with the help of Bill Messner-Loeb and Doug Wildey, I knew that it would be on my "must buy" list. Now that I've seen the first issue, I predict that it will be a smash hit!

The first issue is great—re-establishing the main characters in a good, fast-paced adventure in the tradition of the original series. Strengthening the connection by bringing back Jezebel Jade and Dr. Zin was a deft move, although it's a device that I wouldn't want to be over-used. Reed James was a wonderful supporting character (and if Dr. Quest was concerned about his expedition's budget, he can be glad that the Pasha Peddler didn't put in an appearance!) as was Captain Cardon, the crazy (?) Frenchman.

Did Mr. Wildey plot and script "The Sands of Khasa Tahid" as well as illustrate it? The art, while not as tightly rendered as RIO was, is still great, and helps capture the feel of a 1940s adventure strip. The second half of the story looks even better. "The Dude," Mike Royer, and Matt Wagner all delivered magnificently. I hope that Matt is scheduled to pencil a future JQ story. There are two other artists, in particular, who I hope will contribute to JQ: Will Eisner and Alex Toth. Should you continue past twelve issues? If it stays this good, I say yes!

The best of luck,
SRA Andrew W. Laubacher
San Antonio, TX

Dear Jonny Questors,

Comic adaptations of television animation have ranged from the wonderful (UNCLE SCROOGE) to the dreadful (HUCKLEBERRY HOUND et al.) to the faithful (ROBOTECH). Some success can be attributed to the innovation of the original; most can only be the love of the craft and the medium of the artists and writers of the adaptation.

And it's clear that everyone involved with the JONNY QUEST comic loves both comics and *Jonny Quest*! The original show was one of my favorites. Exotic locales, a Tom Swift Jr. character, toleration of different philosophies, manipulation of (without reliance on) technology, a dash of magic and the random factor (usually Bandit) being important but not overwhelming. As a nine-year-old, I recognized Limited Animation, but each frame was packed with enough information to keep me watching through several reruns. The comic has already stood up to several readings.

Wm. Messner-Loeb is one of the finest storytellers in comics today. I've followed JOURNEY since its inception and am still amazed at how much he can put into a few pages. Steve Rude is constantly refreshing to look at. Matt Wagner uses the same eye for color demonstrated in MAGE. I don't know Doug Wildey very well as a comic artist, but he brings a cinematic approach to this book.

Some of the strengths of the book are already apparent. Strong characters, stories which are self-contained yet flow from one to the other, the chance to meet the widest possible array of humanity in the most unusual locations, real science fiction with a jigger of mysticism, and humor derived from the situation.

I really enjoyed JONNY QUEST #1, and fully expect to enjoy the rest of the run. Keep going!

Animatedly,
David E. Romm
Minneapolis, MN

Dear Diana Schutz,

JONNY QUEST is the first Comico title I've seen that interests me, but it's a corker.

Comico has a class act going. Your printing and paper are as good as they get, but the Japanese SF style of ROBOTTECH, and your second generation X-MEN, ELEMENTALS, never appealed to me, despite the slick packaging.

In Doug Wildey you finally have material that's worthy of the fine production values. Wildey's art is beautiful, in the tradition of George Evans, Lee Elias, and Russ Heath. There's even a little Alex Toth in places. His confident inking, restrained coloring, and bold simple brushwork fill me with professional envy. The drawings are solid, not flashy—he's not the kind of artist who becomes a "fan favorite," since his work doesn't dazzle or leap out at you, but concentrates instead on getting the story told, which of course is the whole point of comics.

Particularly impressive are the moody and dramatic scenes on pages eight and nine, where a feeling of claustrophobia is heightened by the lighting and "camera" angles. And the page five, panel four image of Dr. Zin's face, cast in a ghoulish yellow pall, oozes malignant villainy. (Is he really twisting his mustache between thumb and forefinger in classic bad guy fashion?) The panels are well composed, and give all the necessary information in an economical way, neither omitting any of the plot, nor indulging in wasteful digression. These kinds of obvious values are often overlooked by young artists, in a mad rush to be the next Jim Starlin or George Perez.

While the first story, written by Wildey, was good, I found Messner-Loeb's follow-up to be more suspenseful and intriguing. Characters out of their own time have always fascinated me, and this was a suitably mysterious variation on that theme. These short, simple plots are a breath of fresh air after the intricate, almost indecipherable goings-on in comics like DC's CRISIS! A Messner-Loeb tale drawn by Wildey would really be a joy to behold.

Concerning the art, Rude's style is well suited to this book and, along with Wagner's coloring, made the whole package consistent in appearance.

Your JONNY QUEST comic really stands out next to all the superhero and sword and sorcery titles currently glutting the market. In fact, I can't think of anything being published now that's even similar in look or content. Everything in this genre was cancelled at least three years ago, and that was slim pickings to begin with. (Gold Key, DC's western and horror comics. INDIANA JONES doesn't count, as it's been thoroughly Marvelized.) What happened to this style of art? Where's Nick Cardy? John Severin? And where are the Fosters, the Raymonds, the Caniffs of today? Why does everything have to look like Byrne/Austin? Let's hope Berni Wrightson, Dave Stevens, and Michael Kaluta will have some influence on the next batch of artists.

As a kid I liked the syndicated JONNY QUEST reruns better than any other Saturday morning cartoons, and this first issue captures the adventurous flavor of the series perfectly. It's accessible to young children and still interesting and enjoyable for older readers. How nice to see a "kiddie" comic done well for a change, in this age of cynical merchandising à la Care Bears, Smurfs, Rambo, Garfield, Cabbage Patch dolls, Strawberry Shortcake. (Holy Moley, I never realized how many there are!) Too often we've seen the obnoxious assumption that kids can't tell the difference, and will watch or read anything, no matter how stupid or carelessly produced. This attitude is nauseatingly apparent in the comics industry, where "product" is churned out by people who show obvious contempt for the medium and the young audience they write for. Wildey clearly respects his audience and cares about his work. He isn't writing down to anyone.

Well, I'll finish by simply asking that you give JQ a chance to find an audience, even if sales drop off initially in the superhero-dominated market. A quiet book like this takes time to build a following.

Malcolm Warren
Bartleboro, VT

Dear Comico,

Loved the editorial! Diana Schutz and I could have been the same little girl, so close did her childhood seem to mine, except that I was six years old instead of nine and always getting notes home from my teacher about my "daydreaming" in first grade. I loved Jonny Quest and have been waiting 20 years to hear from him again.

Well, a few days ago, I did. Your comic brought it all back. By the second page, I was hearing the characters' voices. But it was Dr. Zin who started the music playing in my head. I could hear it as I read. The story was great. The ending was perfect—just as I remember the show: mysterious!

I'd really like to see a page used for more interviews or some synopses of the old TV shows. How many actual half-hour shows were there?

I remember some of them so well. It goes to show what impact the show had if I can so clearly remember the voices, the music, the animation, and some of the shows themselves.

The comic captures it all magnificently. The art was great and the dialogue fantastic!

I've never anticipated a comic as much as this one. From the moment I even heard rumors about it, I could hardly wait!

Comico, you've done it again! I used to read MAGE first when I got home from the store, but now you've made the question of which title to read first an extremely difficult one. Long may Jonny live!

Brenda Collins
Granisle, B. C.
Canada

—In answer to your question, Brenda, there were 26 episodes of the original series. For more information on each of them, as well as on the series in general, let me again remind readers to pick up *Amazing Heroes* #95, the all-JQ ish, available from the folks at Fantagraphics.

JONNY QUEST Crew—

I'm a couple of years younger than some of you folks, so my memories of the *Jonny Quest* TV show are pretty vague. I remember the four main characters and I also seem to recall an episode involving some giant invisible creatures stomping around in the jungle, but that's about it. So what intrigued me about this project wasn't my sense of nostalgia, but yours. I get the feeling that everyone involved with this book wants to do a good job—not simply for the obvious reasons, but also because you want to see JQ and pals done justice. The work that went into the writing and drawing of this comic bears this out. Impeccably professional comic book script. Beautiful artwork. There's a war going on out on the comic book stands these days and, when the battles are over, there are going to be a lot of corpses. If you asked me to pick survivors, JQ would be one of them. No slavish obedience to the current marketing trends in evidence here, just talent and dedication.

So what would I like to see in this book? First, although I know that the next few issues will contain individual stories dealing with specific subjects, I don't want the stories to become too episodic. I hope to see some continuity in the overall storyline. Second, I notice that in this first issue you've introduced some "real world" elements into your adventure fantasy—namely, a "revolutionary" ferment provoked by an individual or group with their own selfish goals. Although the realities of this situation were barely touched upon, this struck me as a reasonably realistic portrayal of what's happening in the Middle East. It can't be easy to balance reality and fantasy, especially when you're trying to sell comic books to an audience who's primarily looking for a little light entertainment. But you owe it to your readers to deal with the real world as realistically as you can.

Finally, regarding the pin-up pages, it's not that they were bad drawings or anything, but if you gave me my choice, I'd prefer a page of story and art to a pin-up.

That's all I can think of for now. Good luck and keep it up.

John Egan
Burlingame, CA

—John, the pin-up pages provide a forum for artists who are interested in drawing Jonny and crew, but who may be otherwise unable, for whatever reasons, to make a commitment to doing a full issue. And, on the other hand, it's sometimes on the strength of someone's pin-up art that we will assign an entire story to that artist—as was the case with the multi-talented Adam Kubert, who is pencilling, lettering, inking, and coloring the upcoming JONNY QUEST #6. Be here in 30 days as we learn more about this issue's mysterious artifact in "Philosopher's Stone"!

—Diana Schutz

